extended attributes

The magazine of the OS/2 community

In this issue

Another learning experience

by Bill Schindler, Editor-in-Chief

On the WarpTech email list, someone recently commented (jokingly — I think) that all these volunteers had to be crazy to donate so much time and energy to put on a computer show. Maybe so.

But it's a very special kind of crazy.

What do *you* get out of it?

Some people say they volunteer because of the warm feeling they get when helping others. Some say that they're just doing something that needs to be done. Some like the opportunity to spend time with others and find new friends. Some volunteer because it lets them pass on their hard-earned knowledge to others.

For me, it's a combination of most of those, but most of all, it's the learning experience.

Anyone who's been a member of POSSI for two-or-more years has seen part of my learning experience embodied in the form of this magazine. As editor, I'm granted the opportunity to learn editing and writing from

the best: Alan Zeichick and Esther Schindler (and — not quite as directly — Jeff Duntemann).

I'm not as fortunate with layout, but I have spent many hours at the library studying books on the subject, and many more hours dissecting other magazines. (I must have learned something — last year, extended attributes received an award for layout.) Similarly, by volunteering, I've learned about graphic arts, printing, color separation, advertising mechanicals, riding herd on freelance writers, the inner workings of the US Postal Service, Java, databases, HTML and Web site design, and numerous other odds and ends.

Volunteering has given me the chance to learn far more than I could have learned any other way. I didn't entirely expect it, but my horizons are wider and my knowledge is deeper.

For giving me that opportunity, I thank all of *you*. 🌑

Phoenix OS/2 Society, Inc

The Phoenix OS/2 Society, Inc (POSSI) is an international organization of computer users with an interest in IBM's OS/2 operating system and related issues.

Digital divide

Why aren't more people online?

by Julian Thomas

feature

The U.S. government is paying attention to the differences between the Internet haves and the have-nots, and the new buzzword "Digital Divide" has crept into popular usage. After reading about a government conference on the subject, held last March, I felt, as someone who is geographically limited in my ability to access the Internet, that I could offer a better perspective than many of the industry pundits who stand up at a conference podium.

The rich get faster...

Here's one example of the Digital Divide. A hardware vendor (www.elastic.com) in Alpharetta, Ga. sells hardware to telephone companies, claiming that their equipment offers advantages over conventional xDSL. From a glance at a service provider's Web site (www.speedup-america.com) what the consumer sees is a "modem" that splits off phone and digital data, attaching to a PC using a standard RJ45 Ethernet connection. At the other end is a family of products, to be installed in the telephone company's central office (CO), which demuxes the data (to another RJ45) and voice (to the analog switched network). Sounds good, right?

Unfortunately, this technology, like other DSL methods, is still limited to a maximum of 21,000 feet from the CO. I'm five miles from the local CO, so this new technology won't do me any good, at least right now.

Am I alone?

The gist of the meeting was that rural areas were underprivileged in terms of high speed Internet access. This is undoubtedly true, but I decided to dig deeper, starting at digitaldivide.gov and zeroing in on the report at www.ntia.doc.gov/ntiahome /digitaldivide. It's long on data (including the two tables I've included here) but short on any explanations, much less remedies.

Here's what I learned from the publication at the Web site. While the percentage of households with computers in rural America is slightly behind urban America (although ahead of "Central City"), the percentage of rural persons using the Internet from any location (home, school, library, work) consistently lags the U.S. as a whole (see Table 1).

The report also breaks down the reasons why U.S. households with computers do not have Internet access (see Table 2).

Finally, there is the age factor. In the rural population, 18% are 65 or older, compared to 15% of urban populations (Rural Policy Research Institute). In addition, those 55 and older represent 28.6% of the U.S. adult population, but only 18.9% of online adults (1999 U.S. Census).

A personal perspective

What follows is speculation based on my own observations, from living in rural Seneca County, New York.

Age. As shown above, the rural population is older, and older people are less apt to be online.

Rural areas aren't long on high-technology employers, so there isn't the same density of technology-oriented people that there is in a Silicon Valley—or nearly any city where technology companies congregate.

Migration from the country. Young rural people who become computer literate in school leave for a number of reasons (and Internet access is probably low on the list).

Access to an Internet connection does not seem to be a major problem. I am stuck with 28.8kbps for the foreseeable future, because of my distance from the telephone company's CO and no cable TV on the road. Fortunately, every community in the county has at least one ISP within a local phone call. Time-Warner is slowly deploying cable modems, assuming that cable is available in an area. Moreover, every public library in New York State provides at least one computer for public Internet access.

I've found that cost isn't as large a factor in Internet usage (or computer ownership) as choice. My belief is that this is primarily due to the age of the rural population, in conjunction with less technological awareness in rural communities. After all, there are still black rotary dial telephones around these parts. I think that this will gradually even out, as more of the population is exposed to computers in school. ◉

Julian Thomas is a retired IBM engineer and programmer who uses OS/2 for almost everything and is a member of the POSSI board of directors. He, his wife Mary Jane, and Matinicus (a red Maine Coon cat) live in the beautiful (and rural) Finger Lakes Wine Country of New York State.

Table 1. Percentage of U.S. persons using the Internet from any location by education

	US	Rural
Elementary	6.6	6.7
Some HS	24.6	24.1
HS Dip/GED	20.9	19.6
Some College	42.5	39.7
BA or beyond	61.6	57.3

Table 2. Reasons for U.S. households with a computer not using the Internet at home

Don't want	25.7
Problem with provider	1.3
Not user friendly	2.7
No time	8.7
Concern with children	6.0
Not useful	5.6
Total—choice	50.0
Can use elsewhere	9.6
Future access planned	7.5
Computer not capable	8.3
Total not here; not now	25.4
Monthly charge	9.7
Toll call to ISP	4.8
Other cost	2.3
Total—cost	16.8
Other	7.8

Community spirit

We're all we've got. That's not a bad thing.

by Esther Schindler

Over the last few months, I've spent a lot of my free time working on WarpTech. Plus, between bouts of speaker-attraction, I've put in my ordinary amount of volunteer time on extended attributes, I've participated in online discussions, and I answered a few random OS/2 questions in email. And, somehow, I've managed to hold down a day job. No wonder I feel like a demolition derby car: flat tired and exhausted.

Some people respond to such a list of volunteer activities with, "Esther, get a life!" However, when I'm less tired, I consider myself among the luckiest people alive. I'm part of, and able to contribute to, something larger than myself: the OS/2 community. I think the OS/2 community is among the best things going... though we've never appreciated our capabilities near enough.

One step at a time

In some ways, our community is like other grass roots organizations, from Boy Scout troops to motorcycle clubs. A common interest draws us together. We spend our time helping one another. Or, in some cases, such as reading for the blind, members work to help a larger community.

Whatever the common thread, the first admirable attribute is that, by helping one another without expectation of remuneration, we make the world a little bit better. Every time you make life easier for another person, you keep entropy at bay.

Does that make you feel just slightly proud of the half hour you spent researching a stranger's inability to make her sound card work correctly? It should. Your willingness to give up your personal time to enhance the quality of life for someone else is part of "the good stuff" about us humans, and we should take a moment, occasionally, to congratulate ourselves for the sentiment. (Even if it turned out that the advice to change device drivers *didn't* fix the sound card problem. Oh well.)

That tropism towards helping others isn't specific to the OS/2 community, however. It applies equally to membership in other user groups or teaching recent immigrants to improved their English skills. The OS/2 community has a few unique qualities, however, which deserve particular admiration.

Team OS/2

Although it existed in the OS/2 1.x era, the most visible form of OS/2 community was Team OS/2 (though few of us use that term anymore). Team OS/2 was created by people who loved OS/2 and wanted to make it succeed.

People who loved OS/2 for OS/2's sake gathered together in many ways. Some, like Dave Bricetti, started OS/2 user groups or special interest groups. Others, like Arlynn P, arranged for Comdex installation days, where volunteers wandered the Comdex show floor at their own expense, helping vendors install OS/2 on display computers. Some people attended trade shows and did their best to represent OS/2 in a better light. Still others, like Richard Frank, arranged to do demos of OS/2 at computer stores.

The people who created this community and willingly took on such responsibilities didn't try to leverage them into book contracts or grants from IBM. Everyone who participated, in a large or small way, created Team OS/2 as a reflection of what he believed it ought to be. We often disagreed about the nature of those reflections, but that's the simultaneous beauty and price of independent thought.

What made this experience unique and precious was that it operated outside the "blessing" of IBM. IBM provided the community with a user group liaison and, eventually, with three people who provided communications services for Teamers. IBMers like Vicci Conway and Janet Gobeille gave of themselves, outside their OS/2-unrelated job responsibilities; they did it so well that they earned their own place, doing what they loved.

But while we users spent our time spreading the word about the delight that was (and is) OS/2, IBM carefully kept its arm at maximum length. The lawyers were terrified that IBM would be sued if a Teamer broke a leg while demo'ing OS/2 at a CompUSA. Still, we were better at marketing OS/2 than IBM was; as IBM's David Barnes said so poignantly at the HAL-PC user group meeting, several years ago, OS/2 only succeeded because its users kept it alive. It sure wasn't because of IBM's astonishing marketing.

IBM could have done more with Team OS/2, but (due to legal department worries or something else) they never exploited the huge opportunity that Team OS/2 presented. OS/2 gained a measure of support that Microsoft, for all its billions, could never hope to buy. (And they did try.)

IBM needed to hire someone who knew how to run an organization like this. For example, they should have found someone with experience running a division of the Boy Scouts of America, an organization made up wholly of volunteers, where activities vary from region to region. But IBM was never in the grass-roots business, and they didn't want to be. This isn't surprising or damning. IBM was awkward enough in its attempts to sell OS/2 at retail; how could any of us reasonably expect them to grab a unique end-user opportunity with both hands?

Just us chickens

As a result, when IBM subtly or not-so-subtly moved its OS/2 market focus to the enterprise customers, saying that it "lost the war for the desktop," the OS/2 community was left standing on its own. And in several ways, we've done an awesome job.

Look at the evidence. Several times, the OS/2 community has put on Warpstock, a by-and-for the community event, soliciting input from volunteers and attracting participation from people all over the globe. The Phoenix OS/2 Society, with Indelible Blue, organized and ran the OS/2 Marketplace, a conference for OS/2 ISVs and other people who built their business around the operating system. (It wasn't big, but by every other measure it was extremely successful.)

And now, at the end of this month, members of the Phoenix OS/2 Society is putting together yet another 100% volunteer conference, this time focusing on the technical capabilities of OS/2. We're getting quite a bit of help, not the least of which is from some very fine people at IBM, but this is an event put on by and for ourselves, to please ourselves, to satisfy our own interests.

We don't have to kowtow to anybody's corporate party line. We don't have to include any presentation for political reasons. Everything that gets accomplished happens because some individual believes in it, creates a vision, and works to implement it. There's nobody to delegate to—it's just us chickens. "Somebody oughta" suggestions happen only if you—yes, that means *you*—step forward to make it happen.

Chicken coup

The simultaneous advantage and disadvantage to our anarchy is that nobody has the right or the power to say, "No." No one could tell Felix Cruz, when he envisioned "three days of peace, love, and OS/2" that he couldn't gather a group of OS/2 users to put together the first Warpstock. That's a good thing.

Unfortunately, like electricity, grass roots power can be used just as easily to hurt instead of help. The only way that the OS/2 community can police itself is by shunning or other grass-roots methods—and when someone misbehaves in public, it's too easy to avert our eyes.

There are a lot of ways in which someone can hurt the community instead of empowering it. The most common method, as I've described in earlier columns, is to pervert a love for OS/2 to an intolerant "us versus them" attitude. Those who do not "appreciate" OS/2 in the accepted fashion are, according to these "supporters," pariahs who may be stoned, sent hate email, or declared to be "not true OS/2 users" because they disagree with the "us" opinion. Of such things are wars made.

Another way to hurt in the name of help is to establish oneself as a community dictator. Once, a prominent supporter tried to establish a profit-making OS/2 "grass roots" organization from which he'd draw a salary (and never bothered to explain exactly how he'd use the collected monies to benefit the community). Or OS/2 "supporters" will criticize the manner in which someone chooses to support others. Apparently, it never occurs to these people that nobody can achieve the overall goal—to help OS/2 users—when we're distracted by mutiny.

Use the power wisely

Our grass roots community is a really wonderful power. But we don't use it often enough, or well enough, and too often it's left to the hatemongers. To do more, we need more participants.

Won't you help us?

I look forward to meeting you at WarpTech. 🦉

Taking a pulse

by David Both

As promised, I'm continuing my series on troubleshooting OS/2 problems.

Pulse

The Pulse program is one of the applets included with OS/2. Pulse is a useful tool despite its simplicity—or perhaps because of it. This little program provides a good look at the overall CPU activity level of an OS/2 system, and you can use it to help determine whether performance problems are due to an overworked CPU. You'll find Pulse in the Productivity folder, which is inside the OS/2 System folder.

If the CPU usage line is near the top of the graph, and it stays there most of the time, you should attempt to discover which application is hogging all the CPU cycles.
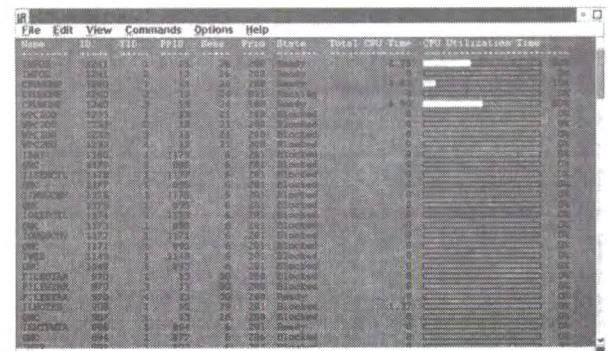
Unfortunately, OS/2 Warp comes with no tools to enable you to do that directly. The only way to experiment is to stop each running application until the CPU graph drops to a normal level. When you do discover the offending program, you can change its settings, upgrade the CPU, or move that application to another computer.

System hangs

When the system hangs, or at least appears to hang, you often have no way to tell what is actually happening. You rarely have an indicator to tell you whether the entire operating system has hung, or if only the user interface (the desktop) has hung, while the rest of the operating system keeps on running.

You need a tool to help you determine this. Fortunately, OS/2 Warp has one, although most people don't realize that it is there.

You can use the System Clock to help determine how deeply the system is hung. Simply open an instance of the System Clock on the desktop, and configure it to show the second hand. If the second hand keeps running while the desktop is locked up, the rest of the operating system is running fine and only the desktop is hung. If the second hand stops, the entire operating system is hung. It's not 100% accurate, all of the time, but it's still useful.

If the clock is still running and you have a critical job or task running that needs to complete (such as a print job), you can leave the system on until the task has completed. Then you can try to use Ctrl+Alt+Del to flush the buffers and reboot.

CPU Monitor Plus

BonAmi CPU Monitor Plus 2.3 (from BonAmi Software Corporation) is a more sophisticated CPU activity monitor than Pulse. It displays a bar graph of the CPU usage for each running process or thread. It provides memory usage statistics, and reports disk and communication port I/O activity. You can capture this data at specified intervals and stored it for later analysis.

I've found CPU Monitor Plus useful in resolving performance problems. It's helped me determine which applications are using CPU time and how much. The display of process and thread priority data shows which applications are running at high priority, and you can alter priorities to test whether a thread's priority is contributing to system performance problems. (Although CPU Monitor Plus permits temporary alteration of an application or thread's priority, it does not make those changes permanent.)

Also, CPU Monitor Plus can be used to kill running threads or to suspend a running thread without terminating it. You can later resume execution of a suspended thread.

Bon Ami Software still lists the product as being available from www.bonamisoft.com. PM Patrol, another commercial product, seems to have most of the same features as CPU Monitor Plus, and a good number more. PM Patrol costs $39, and you can find it at www.musthave.com.

DSL Dilemma

I want to apologize to any of you who paid for access to my DataBook for OS/2 Warp (www.millennium-technology.com).

My Web site was down for twenty-nine days because my DSL line was out for that long. BellSouth was unable or unwilling to correct the problem, which ultimately turned out to be that the DSLAM (DSL Access Multiplexor) card for my line was pulled out of the switch. It was physically *in* the switch, but pulled out an inch or so, so that the card was not electrically connected.

Eventually, the technician fixed the problem by sliding the DSLAM back in and seating it in the switch properly. It seems to me that any average person could have seen that it was pulled out and fixed it almost immediately. It certainly should not have taken from February 29 until March 29 to fix. I had to call the North Carolina Utilities Commission and my congressman to get the problem fixed.

I am going to stay with DSL for its price and speed—which is far better than the ISDN connection I was using—and hope

that no more outages of this type occur. Before you make the plunge, however, check out the April 2000 issue of *Network Magazine*. It has a great deal of information that you should have before you select a service provider or even make the move at all. 🖱

Continuing support and features for OS/2

All yours via IBM Software Choice

IBM Letter Number: 200-082, April 11, 2000

For the entire announcement letter, see www2.ibmlink.ibm
.com/cgi-bin/master?xh=uyRiGs518db8t81USenGnN9332&
request=announcements&parms=H%5f200%2d082&xhi=usa%2
emain%7cannouncements%5e&xfr=N

IBM will provide annual refreshes of:

- OS/2 Warp 4 and OS/2 Warp Server for e-business components
- Software Choice features such as browser, JVM, TCP/IP enhancements
- Updated collection of device drivers

Enhancements will focus on:

- e-business enablers
- Most current FixPak level
- Supported from its delivery date through December 31 of the following calendar year

Overview

With OS/2 customers in mind, IBM plans to expand delivery of enhancements via IBM Software Choice.

Software Choice now consolidates OS/2 offerings in Convenience Packages which include:

- Refreshes of OS/2 Warp 4 and OS/2 Warp Server for e-business components
- Software Choice features, such as Browser, Java Virtual Machine (JVM), and TCP/IP enhancements
- Updated collection of device drivers

OS/2 Warp Client and Server updates will be delivered with available fixes (FixPaks) already applied. The most current e-business enhancements will be included as well.

The Convenience Packages are additional offerings available to customers who have either a Software Subscription under Passport Advantage or an IBM Software Choice subscription. Over the next two years, the Convenience Packages will be provided annually. The Convenience Packages will only be provided on CD-ROMs.

The first Convenience Package is planned for November 30, 2000. There is no additional charge. Support will be provided for each annual Convenience Package effective with the initial availability through December 31 of the following year. Planned Availability Date: November 30, 2000

Description

Convenience Package for OS/2 Warp 4

- Uni-Processor Kernel
- Latest Base Device Drivers
- Unique SYSLEVEL information
- OS/2 Warp Developer Kit, Java Technology Edition,

Version 1.1.8

- Digital Video Disc (DVD)/Universal Disk Format (UDF)
- SpeedStep (Geyserville Power Management) and Universal Serial Bus (USB)
- Remote Initial Program Load (RIPL) support.
- Logical Volume Manager {LVM (not FDISK)} and Glocale
- Localized WIN-OS/2
- Boot Manager
- Video enhancement for NeoMagic, S3 Savage, Trident, Matrox G200
- National Languages

Convenience Package for OS/2 Warp Server for e-business

- Latest Base Device Drivers
- Unique SYSLEVEL information
- OS/2 Warp Developer Kit, Java Technology Edition, version 1.1.8
- DVD/UDF
- Video enhancements including NeoMagic, S3 Savage, Trident, Matrox G200

Customer Entitlement

Customers who license one of the following with a Software Subscription under Passport Advantage will automatically be sent an ID and password that provides access to the Software Choice features for the licensed program.

- OS/2 Warp 4
- OS/2 Warp Server for e-business

Customers who do not have Passport Advantage contracts can still obtain access to Software Choice if they have already acquired OS/2 Warp 4 through the purchase of a Software Choice Subscription Kit. The Subscription Kit contains a registration card that must be completed and returned to IBM. The customer will receive an ID and password that provides access to the Software Choice features for the licensed program.

Entitlement expires when the customer's Software Subscription under Passport Advantage contract expires, or their IBM Software Choice Subscription expires.

The Convenience Packages will be provided annually over the next two years with the first Convenience Package planned for November 30, 2000. Support will be provided for each annual Convenience Package effective with the initial availability through December 31 of the following year. ☯

The WarpTech report

by Craig Greenwood <captain@warptech.org>

The dust is settling, as we put the finishing touches on our WarpTech preparations.

The Southern California OS/2 User Group (SCOUG) has graciously agreed to host dinner on Saturday night during WarpTech. The details are being worked out at press time, but you'll be able to find out more at the WarpTech Web site by the time you receive this magazine.

Sam MacDonald, our Volunteer Coordinator, is lining up volunteers for the positions that will need to be staffed during the event. Sam has also been shopping for a good deal on duplicating the proceedings CDs—and he's found a good one that will ensure each WarpTech attendee goes home with a copy of the proceedings in his pocket.

Bill Schindler is laying out the printing for the conference program and the pocket schedule card. And Esther has done such a good job at filling all the scheduled session slots that we had to add sessions on Friday night and she's asked Marilyn Pizzo, our hotel liaison, to check with the Wigwam about getting another room for some "big group"

activities. Changes like this have caused treasurer Mike Willmoth to do some real budget shuffling. If you don't know Mike, you will be able to pick him out at WarpTech — he's agreed to be the official event photographer.

Our AV coordinator, Burke Swanson, is tracking down the equipment that we need in all three presentation rooms, and for the special Warped Jeopardy! session. And Peter "boundless energy" Skye has been doing an outstanding job of publicizing WarpTech by helping as many people as possible to find out about the event, and explaining why they want to attend.

By the way. we will be mailing the next issue of *extended attributes* from WarpTech. We have scheduled the user group's board meeting and "Fold Staple, Mutilate" session for Friday evening. If you're a remote POSSI member, you'll have a great opportunity to get to know the POSSI leadership and participate in the organization's decision-making while you are at WarpTech.

I'm looking forward to seeing you there! 🖱

Table 1. Preview of the WarpTech session schedule

	Aztec 1	Aztec 2	Aztec 3	RexxLA
8:30a–10:00a	OS/2 in Embedded Systems	Remote-booting Alien Operating Systems from OS/2	High Availability with Warp Server Part I	
10:15a–11:45a	The OS/2 Programming Model	So You Think You're Safe?	High Availability with Warp Server Part 2	The New NetRexx Interpreter Implementation
1:30p–2:30p	Remote Access and Virtual Enterprise Networking Systems	Mesa 2's Real-Time Feed	VisPro/REXX Tips & Tricks	
2:45p–4:15p	Problem Determination Tools in OS/2	Thinking Relationally	Making Sense of IBM's Fixpack Policies	Extending the WPS with Object REXX
4:30p–6:00p	Managing a Server-based Environment	POTS to T3: Understanding Bandwidth	A Technical Intro to XML	
7:30p–9:00p	Birds of a Feather 1	Birds of a Feather 2	Fold, Staple, Mutilate	
8:30a–10:00a	OS/2 Roadmap to the Application Framework for e-business			
10:15a–11:45a	Developing Applications with VisualAge Tools	Cool Things You Can Do with Lotus 1-2-3 for OS/2	Demystifying CID	
1:30p–2:30p	Intro to Object REXX	Shareware Success	The OS/2-Linux Road Map	
2:45p–4:15p	The Small Business OS/2 Survival Guide	Getting OS/2 Warp Server past Impulse Power	Take a Message: Interaction Among PM Applications and The Single Input Queue	
4:30p–6:00p	Warped Jeopardy			
6:30p	SCOUG evening event (off site)			
8:30a–10:00a	Marketing your Web Site -- and Measuring the Results	Selling OS/2 Solutions -- One Copy at a Time	Designing a home network	
10:15a–11:45a	XSL	Making the Most of Mesa2	Running Win32 Applications on OS/2: the Odin project	
1:30p–2:30p	The Secret Life of OS/2	The Basics of Java Applets	Connecting Databases To Java Applications	
2:45p–4:15p	Stump the Experts	Servlets With A Smile	Developing Computer Telephony Applications in OS/2	

WarpTech registration

It's now or never!

This is it: Your last chance to sign up for WarpTech 2000.

What will you miss if you don't go to WarpTech? You'll miss a variety of technical sessions covering everything from software development and OS/2 internals to XML and XSL to setting up a home network. You'll miss the camaraderie. You'll miss the excitement.

Been hiding under a rock the last six months and don't know what WarpTech is? Here's the beef:

The Phoenix OS/2 Society, Inc has created a special three-day technical event for OS/2 Warp users, developers, and vendors. The event will be held at the world-renowned Wigwam Resort in Litchfield Park, Arizona, USA (near Phoenix) over Memorial Day weekend, May 26–28.

Technical sessions are scheduled to cover the gamut from home to corporate users and from novices to software developers. Check the WarpTech Web site at www.warptech.org for a full list of sessions.

If you're an OS/2 user, developer, or vendor, this is an event you do not want to miss! To sign up, cut out or copy the form below, fill it in, and mail or fax it to the Phoenix OS/2 Society with your check or credit card information. Or sign up online at www.warptech.org/WTRegForm.html.

The Wigwam Resort is offering a discount room rate of $99/night (nearly 50% off!) for WarpTech attendees. To reserve your room at this rate, call 800-327-0396 and mention WarpTech. ☺

WarpTech
Memorial Day · May 26–28, 2000
Registration
Wigwam Resort ▮ Phoenix, AZ

Please use one form per registrant

Today's date: _____

Name [Last, First I. (Nickname)]: _____

Address 1: _____

Address 2: _____

City: _____ State/province: _____

Zip code/postal code: _____ Country: _____

Phone: _____ Email: _____

Member #: _____

Rates for full three days (includes luncheon)

1 January to 30 April 2000: ❑ $120.00 POSSI member ❑ $130.00 nonmember

1 May 2000 to event: ❑ $130.00 POSSI member ❑ $140.00 nonmember

Daily rates (includes luncheon) ❑ Friday ❑ Saturday ❑ Sunday

1 January to 30 April 2000: ❑ $69.00 one day ❑ $89.00 two days

1 May 2000 to event: ❑ $79.00 one day ❑ $99.00 two days

Luncheon only ($25.00/day) ❑ Friday ❑ Saturday ❑ Sunday
Names of additional luncheon guest(s):

❑ I am a member of the Phoenix OS/2 Society
❑ I wish to join the Phoenix OS/2 Society now and take advantage of the member discount (enclose a completed membership application)
❑ I need vegetarian meals
❑ Do not send me WarpTech announcements via email
❑ I am interested in information about evening activities and excursions around Phoenix
❑ Please contact me about exhibiting at WarpTech
❑ Please contact me about volunteering to help at WarpTech
❑ Please contact me about advertising

Check enclosed for $_____ OR Charge my ❑VISA ❑Mastercard ❑Discover ❑American Express

Make payable to Phoenix OS/2 Society, Inc

Expiration date _____ / _____

Card # | | | | | | | | | | | | | | | | | |

Refund Policy
Refund shall be the paid registration amount less $10 until March 1, 2000. Thereafter, an additional $25 per registered day shall be non-refundable.

Signature:_____

Fax the completed form to 1-480-502-5560 or mail it to the address below.
Phoenix OS/2 Society, Inc ▮ 5515 N 7th St, PMB 5-133 ▮ Phoenix, AZ 85014-2531 ▮ USA

In the driver seat

New support for your OS/2 hardware

by David Wei, davidwei@cybermail.net

KRFTech WinDriver

KRFTech announced the beta release of its WinDriver. According to KRFTech, WinDriver for OS/2 speeds up and simplifies driver development by freeing up the driver programmer from the need to master OS/2 Kernel and driver development details. According to the company, drivers developed with WinDriver for OS/2 also can be used with WinDriver for other operating systems. If that turns out to be so, a device's driver needs only to be programmed once, and the device would work under Windows, Linux, Solaris and the VxWorks embedded operating system (provided that you purchased all those WinDriver versions).

WinDriver for OS/2 provides direct access to your hardware from your application in user mode, maintaining kernel mode performance. There's support for DMA (contiguous), Plug and play, multiple board, multiple bus and multiple CPU handling.

A free full-featured evaluation version of WinDriver for OS/2 is available for download from KRFTech at www.krftech.com/dnload.html. The release version is expected in May. See www.krftech.com for more information.

SciTech SDD/2 beta 22

SciTech's SDD/2 video card driver for OS/2 is now up to Beta 22. Recent changes include support for IBM Natural Language Version, and more notebook chipset support, including full panel support.

SciTech claims to have fixed problems with AMD Athlon processors that causes the system to run very slowly, as well as problems with Cyrix processors that cause the system to crash at boot. They've added support for Tseng ET4000/W32p, S3 Vision 864, 868, 964 and 968 chipsets.

SciTech Display Doctor Beta 22 can be downloaded from ftp://ftp.scitechsoft.com/sdd/beta/os2/sdd-os2-7.0.0-b22.exe.

Also it seems that the SciTech Software's SDD/2 IBM Special Edition has been updated to version 1.1 (or 7.01, depending on where you look). It's unclear what the differences are in this version, but you can find it at http://service.software.ibm.com/os2ddpak/html/02C85B26B9A029488725689000530FE4.html.

IBM USB Printer Support

IBM added USB printer support for OS/2, indicating that the USB support is for all printers. This is very good news! It should mean that OS/2 adds another port that your printer driver can communicate with. This enhancement should make it easier to support multiple printers under OS/2, and printing won't be as resource hungry as with parallel port printing. Find the update at http://service.software.ibm.com/os2ddpak/html/6218FF37981954BC872568B90069B9B6.html. 🐨

Shareware industry conference in Tampa

press release

The Shareware Industry Conference (SIC), an international meeting of software programmers, developers and distributors, will hold its tenth annual gathering from July 13-15 at the Wyndham Harbour Island Hotel in Tampa, Florida.

Shareware is a marketing channel where users are able to evaluate programs before making a final purchase. The "try it before you buy it" software market accounts for nearly $650 million in annual sales, and has been influential in the premiere of new technologies including Internet browsers, anti-virus products, and email programs. Most shareware sales occur online, making it one of the most significant examples of electronic commerce.

The SIC 2000 conference will feature the announcement of the Shareware Industry Awards, the most presti-gious honors bestowed upon shareware programs, and will also include the latest round of inductions into the Shareware Hall of Fame, a special pantheon celebrating the pioneering individuals and groundbreaking products which have propelled this industry segment since its debut in 1983.

SIC 2000's breakout sessions will feature a lively mix of technology-related subjects and focus groups dealing with marketing, sales, and business management. Registrations for SIC 2000 can be processed online at the conference's Web site at www.sic.org. Registrations can be accepted by telephone at 800-218-8294. SIC 2000 is sponsored by the Shareware Industry Awards Foundation. 🐨

Coming events

A list of events scheduled by the Phoenix OS/2 Society and other OS/2 user groups.

May 2000

2 net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Sam MacDonald. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

5 Magazine submission deadline for May issue. Articles should be sent to editor@possi.org. For other arrangements, call 480-585-5852.

9 No general meeting—we're busy preparing for WarpTech.

26 WarpTech begins. The WarpTech conference runs May 26–28, 2000 (Memorial Day weekend). For more information, see www.warptech.org and the application form on page 10.

26 Board meeting and magazine prep (at WarpTech).

28 WarpTech ends.

		May				
S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

June 2000

5 Magazine submission deadline for May issue. Articles should be sent to editor@possi.org. For other arrangements, call 480-585-5852.

6 net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Sam MacDonald. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

13 Bay Area OS/2 Users Group meeting. Meeting is 1:00pm to 3:00pm. Contact Neil Waldhauer, zonker@well.com, for more details. Location: San Carlos Room, San Jose Hilton (at the eBusiness Conference and Expo), San Jose, California.

13 No general meeting. Instead, we'll have a FOOBAR (Friends Of OS/2 Barbeque And Revelry), probably June 10, at president Dick Krueger's home. It will also serve as a "thank you" party to the WarpTech volunteers.

24 Board meeting and magazine prep.

		June				
S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

July 2000

4 net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Sam MacDonald. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

5 Magazine submission deadline for May issue. Articles should be sent to editor@possi.org. For other arrangements, call 480-585-5852.

11 No general meeting—taking the summer off.

29 Board meeting and magazine prep.

		July				
S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

August 2000

1 net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Sam MacDonald. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

5 Magazine submission deadline for May issue. Articles should be sent to editor@possi.org. For other arrangements, call 480-585-5852.

8 No general meeting—taking the summer off.

26 Board meeting and magazine prep.

		August				
S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

September 2000

5 net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Sam MacDonald. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

5 Magazine submission deadline for May issue. Articles should be sent to editor@possi.org. For other arrangements, call 480-585-5852.

9 Warpstock in Philadelphia. See www.warpstock.org for more information.

12 General meeting.

30 Board meeting and magazine prep.

|		September				
S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Meeting locations

Directions to meeting locations.

General meetings are held at the Camel Square office complex, Room G250, 44th Street and Camelback (northwest corner), Phoenix.

From the Red Mountain Freeway (202), exit at 44th Street and go north $3^1/_2$ miles. From the Squaw Peak (51), exit at Colter (southbound) or Highland (northbound); follow signs to Camelback Rd and go east $3^1/_2$ miles.

The "How OS/2 Works General Interest Group" and the Internet SIG (net.sig) meet at Knowledge Development Center, 2999 N 44th St, Suite 400. That's just north of Thomas, in the building with the green dome. Plenty of free parking is available in the garage behind the building. ☕

If the mailing label on the back cover says "sample" then this may be the only copy of extended attributes that you will ever receive. If you want to keep getting the magazine (and receive all the other benefits of membership), you must join! A 12 month membership in the USA is only $30. (See the form for membership pricing in other areas.) Tear out the application, fill it in, and mail it with your membership fee today!
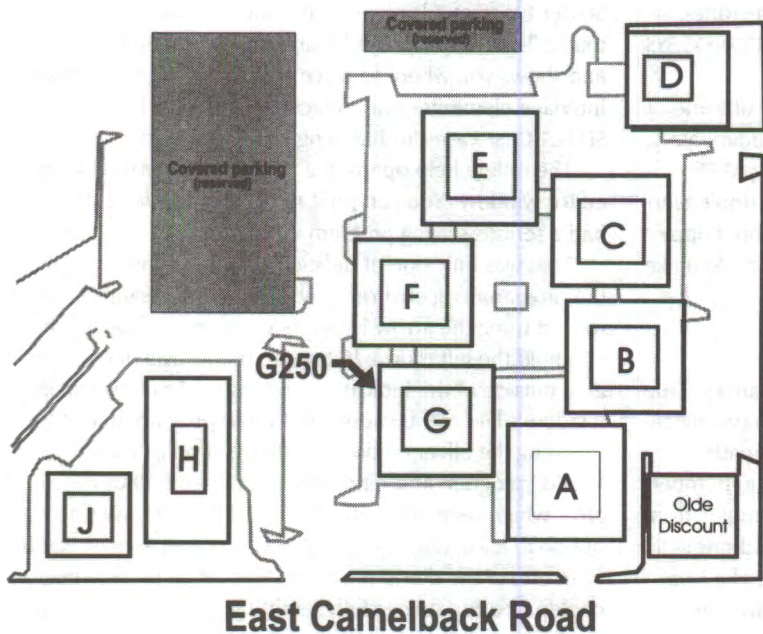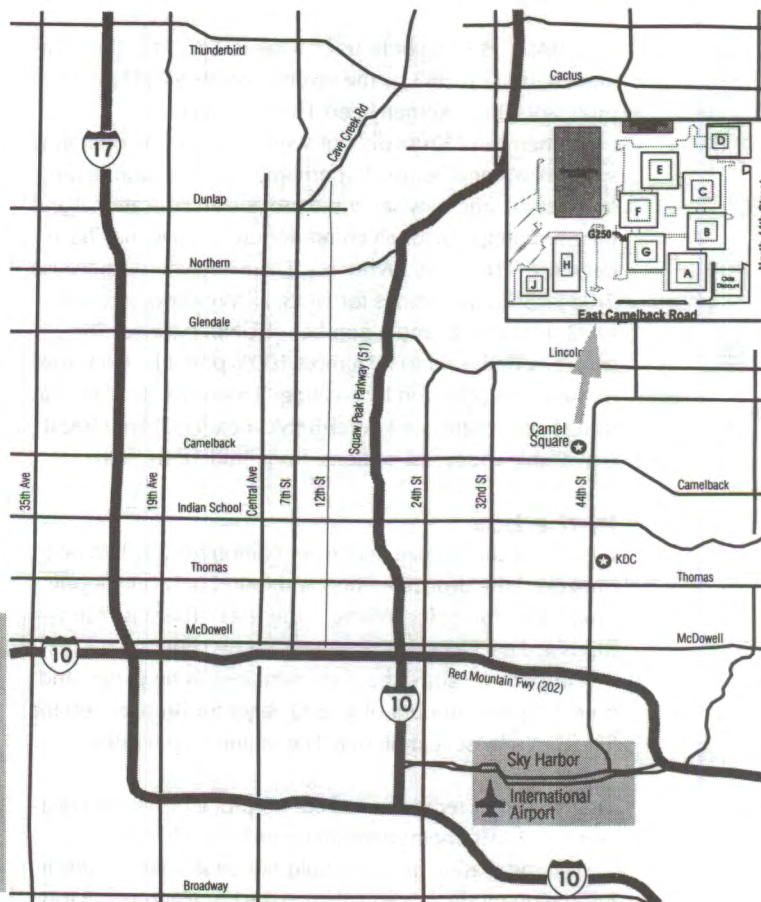
A map of Camel Square, the new location for the Society's monthly general meeting. We will be meeting in room G250. You may park anywhere except in the reserved (covered) parking spaces.

Back to True BASICs

In bronze or silver editions, it steel isn't impressive

by Pavel Otavsky

True BASIC is brought to us by True BASIC, Inc., the company started in 1983 by the inventors of BASIC, Dartmouth professors, John Kemeny and Thomas Kurtz.

Kemeny and Kurtz did not seem to favor one operating system over another (with, perhaps, the exception of the Macintosh), and they set out to provide an educational and programming tool for all computer users. They may have been the first to say, "Write once, run anywhere," because True BASIC has versions for DOS, all Windows versions, OS/2, Macintosh, and a number of UNIX systems. The source code is said to be almost 100% portable. Complete portability is achieved by creating "TrueAPPS" that are run using freely distributed "WebBASIC Readers." True BASIC is available in several editions, from Student to Gold.

In the box

I reviewed the Bronze and Silver edition for OS/2. When I unpacked the Bronze edition and found only one floppy disk, I asked myself, "Where is the rest?" There isn't any—this is it. The Silver edition comes on two floppies.

For both versions, the documentation is on paper, and there's a good amount of it (200 pages for Bronze, 600 for Silver) in a loose leaf binder. The online help is rather sparse.

The system requirements are no problem. The application is 1.2 MB, memory requirements are 12–16 MB.

The installation process could not be simpler: it runs in full-screen mode, lets you change the installation directory, and unpacks and writes the files to their subdirectories. True BASIC asks very politely if you want your CONFIG.SYS modified.

The simplicity of this software is delightful, but some of it goes over the line and gets into the realm of rudimentary. The True BASIC application does not create any WPS objects. You have to do that yourself, and they don't even include an icon to use. One more floppy and a real installation program could make it a better experience.

True BASIC
Bronze Edition $39.95
Silver Edition $195.00
Gold Edition $495.00

True BASIC, Inc.
www.truebasic.com

Showing your metal

As with most BASIC implementations, True BASIC has no pointers, no memory allocation hassle and cleanup is automatic. There are only two data types, just like in real life: numbers and strings. Numbers are 16 digits precision (double), from +/- 2.2250739e-308 to +/- 1.7976931e308 and strings (in OS/2) are 448MB maximum. It's simple, a little like Java. You do have numeric arrays and string arrays, with up to 255 dimensions. You can use five types of files and access mode: text, stream, random, record, and byte.

The inexpensive Bronze edition can run programs only within its environment, and lets you create character based programs. It has statements for working with graphics (including creation of graphs, charts and plots, and buttons to be clicked), sound, arrays and matrices, an extensive list of math statements and exception/error handling routines. The Bronze Edition was written for Windows 3.1, 95 and MacOS, and the documentation has few OS/2 references. Some features may not work in OS/2.

The Silver Edition, a superset of Bronze, is much more interesting. Silver can create stand-alone executable (.exe) programs by compiling and binding (linking). It includes a huge number of libraries and routines. True Controls include such niceties as a fully scrollable text editor object, True Dials create dialog boxes, and a set of functions for serial communications.

Developing an opinion

Both versions share the same development environment, consisting of three windows: editor, command, and program output.

GUI development is implemented by a mechanism in the Help menu. You select the type of control to design, then fill out parameters inside a form, such as button text, menu items, and location coordinates for sizing controls.

True BASIC includes a feature to help you "Create A Starter Program." It provides the source code for a shell that calls the appropriate library, initializes TrueControls, and shows you where to place error handling routines and interface elements. It also places, in an event loop, the SELECT CASE cases for handling the GUI events.

The online help opens in a window that works like the editor window. You can print from both windows, but I had a serious scaling problem when printing.

That was only one of deficiencies I encountered with the programming environment. The cursor disappears if moved using the arrow keys. Sliders do not advance when you hold the left mouse button on the arrows or over the area outside of the indicator. Clicking on Exit in the help window's File menu causes the whole program to exit.

Using the Silver edition, creating a simple "Hello World" program and binding it yielded an 800KB executable, which seemed to attach all GUI libraries, with no option to leave out any of it. When I created an executable from one of the demo programs, it resulted in a file that couldn't be run successfully, emitting "Internal Error, Can-

not Create Default Window." Not very impressive.

I had several email exchanges with True BASIC tech support, but I was not overwhelmed by their response. They recommended that I download the TBBronze demo, v.5.32. Maybe the Windows version is 5.32, but all the OS/2 files show, internally, v.5.0, dated 1/1/96. The Bronze edition's "About" dialog says 5.22. So it seems that the OS/2 versions have not been touched since 1995.

This package could potentially be of great value. It could be a lot of fun to use, if it were updated and polished up. But nowadays, there are better choices that are more up to date. If you do not care for pointers and memory management and single, double, signed and unsigned, do not stop shopping here. For multiplatform development I'd suggest you consider Java, and for strictly OS/2, consider VisPro REXX. ☺

Pavel Otavsky is a mechanical engineer and works on development of high performance optical scanners. He has done part time software development using DOS based PowerBASIC.

Objecting to databases

Part 2: Class methods, object data, and new functionality

by Bill Schindler, bill@bitranch.com

In the last article ("Objecting to databases," April 2000), you got a whirlwind introduction to Object Rexx and we began creating the Database class. In this article, we'll look at class methods and how Object Rexx stores data in classes and objects. Then we'll extend the Database class so that it can start doing some real work.

First, some housekeeping:

If you're having trouble finding the RexxSQL library that I mentioned last month, the author's Web site is at www.lightlink.com/hessling.

The code in this article calls a CheckSQLError function that was defined in the last article. If you missed it, send me an email. (Eventually, I'll make the code available on the Web.)

Data in objects

To allow objects to keep their own data, Object Rexx extends the meaning of the EXPOSE keyword. When you EXPOSE variables in a method, you're telling Object Rexx to "store these variables in the object."

Variables that are not EXPOSEd only "live" while the method is active. When the method returns, those variables go away.

Object data can be added by any method. All that's needed is to EXPOSE the variable name and that variable is automatically added to the object. (Be sure to set the variable to some value within the method!) Most object data is created and intialized in the init method.

Instance karma

In object oriented languages, a class is used to define the methods and data (also called "attributes") that make up an object. When you create a new object from a class, that objects gets the methods and attributes defined by the class. (The object is an "instance of the class.") In this way, the class acts a lot like a rubber stamp.

Each object maintains its own private data. The class defines the operations that can be performed on that data. (Think of instances of the String class. A program can have many String objects, all with different values, yet every String can have the same operations performed on it, such as center, substring, translate, etc.)

Object Rexx also allows you to define methods and data that exist only in the class. Class methods and class data do not become part of any object created from the class. Instead, those methods and data are maintained in the class itself.

Class methods and data are good for keeping track of information that you might be tempted to store as global program variables. Information such as the number of objects created or anything that you want to have common to all the objects created from a class, should be stored in the class and accessed with a class method.

Methods with class

You create a class method by adding CLASS to the method definition. (See line 5 in the code listing for an example.) This tells Object Rexx that the method should apply only to the class and should not be added to objects created from the class.

Calling a class method requires sending a message to the class itself. You're already familiar with this from using the new method. (The new method is a predefined class method for every class.) You reference the class by adding a period in front of the class name. For example, when you want to have the Array class create a new array object, you use .array~new.

A class can have its own init method. A class init is called once when your program first loads the class's definition. A class can also have an uninit method, if it needs to undo whatever was done in the class init method. The uninit method is called when Object Rexx deletes the class definition.

You can create any other class methods that you need. These methods are also called using the class name. For example, if you create a class method named accessCount in the class Database, you would access it using .database~accessCount.

Variables that are EXPOSEd in a class method become class variables.

A fix with class

As presented last month, the database class has a problem. It will work fine so long as you create only one instance of the database. When you need to access two or more databases, there is a potential problem.

The RexxSQL library tracks database connections through a variable that you supply. If two connections try to use the same variable, you "lose" one of the connections. (In later articles, you'll see that the same problem arises with SQL statements.)

Last month, we created quick fix by using Rexx's Random function. That works most of the time. But there's no guarantee that the Random function won't repeat a value.

Eventually, it will produce two connection variables with the same name and your program will mysteriously fail.

So, we need a fix that actually *fixes* the problem. Now that you know about class methods and class variables, you can probably guess how the fix might be implemented.

Since the program needs to track a database connection ID—and eventually a statement ID—we add two class variables to the class. These two variables need to start at a known value (zero will do), so they are defined and initialized in the class init method. (See lines 5–8 of the code listing.)

There needs to be a way to updated the ID and retrieve the new value. The class method dbID (lines 12–15) serves that purpose for database connections. It simply adds one to the current connection ID value, and prefixes the result with a "c" to make it a valid variable name. The statmentID class method (lines 19–22) performs the same sort of operation for statements.

There is no need for a class uninit method since the class init method doesn't do anything that needs to be cleaned up.

The regular init method changes to use the class dbID to get a connection ID. The init method no longer uses the Random function. Instead, it calls .database~dbid to get a unique name for the connection. (See line 31.)

Some functionality

On lines 45–55, the sqlExec method is defined. This method lets you perform single-result SQL statements like INSERT or SELECTs that produce a single value.

The takes three variables: the SQL expression to be executed, a flag saying whether to check for errors, and a Directory object that any result is stored into. Any result is copied from the stem variable supplied by RexxSQL into the Directory object (lines 52–54).

An example

Here's an example of using the Database class to count the number of rows in a table. To make this work with an existing database, change "mydb" to the name of your database and "mytable" to the name of a table in that database.

```
/* test1.cmd */
db = .database~new("mydb")
sel = "select count(*) as thecount from mytable"
inf = .directory~new
inf["THECOUNT.1"] = 0
db~sqlexec(sel, .false, inf)
.output~lineout("Count =" inf["THECOUNT.1"])
EXIT
```

In my next article, the Database class will be extended to allow fetching multiple-row results from a SQL select. ◉

```
1:  ::class Database PUBLIC
2:
3:  /*========================= init =========================
4:  */
5:  ::method init CLASS
6:    EXPOSE !dbid !stmtid
7:    !dbid = 0
8:    !stmtid = 0
9:
10: /*========================= dbID =========================
11: */
12: ::method dbID CLASS
13:    EXPOSE !dbid
14:    !dbid = !dbid + 1
15:    RETURN 'c' || !dbid
16:
17: /*====================== statementID ======================
18: */
19: ::method statementID CLASS
20:    EXPOSE !stmtid
21:    !stmtid = !stmtid + 1
22:    RETURN 'S' || !stmtid
23:
24: /*========================= init =========================
25: */
26: ::method init
27:    EXPOSE dbName dbId sqlca.
28:    USE ARG dbName
29:    CALL RXFuncAdd 'SQLLoadFuncs','rexxsql','SQLLoadFuncs'
30:    CALL SQLLoadFuncs
31:    dbId = .database~dbid
32:    CALL SQLConnect dbId, 'userid', 'password', dbName
33:    CALL CheckSQLError 'CONNECT' dbName, SQLCA.
34:
35: /*========================= uninit =========================
36: */
37: ::method uninit
38:    EXPOSE dbId sqlca.
39:    CALL SQLDisconnect dbId
40:    CALL CheckSQLError 'DISCONNECT', SQLCA.
41:    CALL SQLDropFuncs
42:
43: /*========================= sqlExec =========================
44: */
45: ::method sqlExec
46:    EXPOSE dbId sqlca.
47:    USE ARG exp, checkit, flds
48:    CALL SQLCommand 'fields', exp
49:    IF checkit THEN
50:       CALL CheckSQLError exp, sqlca.
51:    ELSE IF flds <> .nil THEN
52:       DO n OVER fields.
53:          flds[n] = fields.n
54:       END
55:    RETURN sqlca.sqlcode
```

ADSL on OS/2

What's it take to get high speed Internet access?

by David Eckard

Some time last December, I learned that GTE, my local telephone company, was waiving the $340 installation fee for their asymmetric digital subscriber line (ADSL) high-speed Internet service. Intrigued, I called the 800 number.

Once they answered my questions, the phone company tested my line to determine if I was suitable for ADSL. ADSL requires your site to be within about 18,000 feet (3 miles) of the central phone office. This office is usually a small brick building nearby, with no people stationed there. I was eligible for ADSL. They also checked my ability to connect with my ISP—and the good news was, I could keep my current ISP, something I liked a lot.

Getting wired

The original installation date was set for January 14, but the phone company called a few days earlier to delay it to January 31 to do some field work. I figured, and the installation guy confirmed, that GTE had to add equipment at the central office to support ADSL. Installation was very simple. The phone lines enter my apartment, at the kitchen phone first. That jack was replaced with a special jack that also serves as a splitter.

To understand what the splitter does, you need to know something about how ADSL works. The regular phone line normally carries an audio frequency from 0 to 4KHz. ADSL lines carry an audio frequency range from 0Hz to about 1MHz. The first 4KHz is used for your regular phone line and the rest is used for digital data. When the phone line comes into the house, it contains both your regular line and your ADSL signal. The splitter separates your regular phone signal from the ADSL signal. The regular phone signal still runs on the red and green lines, just like always. ADSL uses the yellow and black pair. This means that if

you currently have two phone lines, you will have to run another line, or drop the second phone line.

My computer modem was attached to the jack in the living room. This jack was not changed. A two line splitter was installed, and my regular phone was reattached to line one. We reused the modem phone line for ADSL. The other end was attached to a Fujitsu speed port modem. When we turned on the modem, the three LEDs lit up, meaning it was communicating with my ISP. Total installation time for GTE at my location: 15 minutes.

Now: my part of the installation

I knew beforehand that I would have to supply my own Ethernet card, which would be connected to the Fujitsu DSL modem. I bought a $12 no-name 10Mbps combo card from the local computer store, after checking to ensure it had OS/2 drivers. I already had one Ethernet card in my computer, used for a home LAN. I removed my internal modem, as I'd run out of slots, and inserted the new network card into its PCI slot.

I used MPTS to install my new network card. My original Ethernet adapter, the one which connects to my home LAN, is an AMD Family adapter, installed in PCI slot 0. Slot 1 had my new adapter. For both cards, I had to click on Other Adapters to add it to the list. Then I installed only the IBM TCP/IP protocol on my new adapter.

Next, I had to configure TCP/IP services. The easy way to get started is to type tcpcfg at a command line. In this setup program, you need to fill in the first three tabs. I use a static IP address that my ISP provided to me. Lan 0 is my original Ethernet card. Lan 1 is the new one, being used for ADSL.
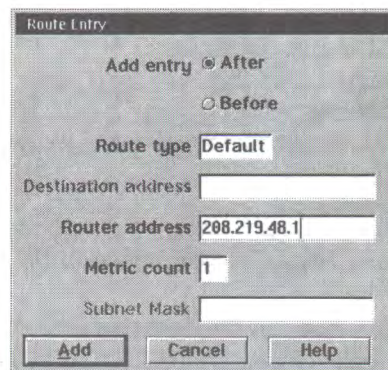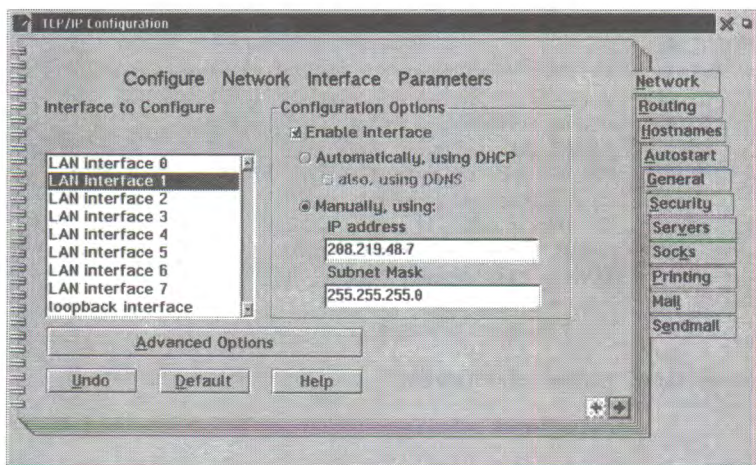
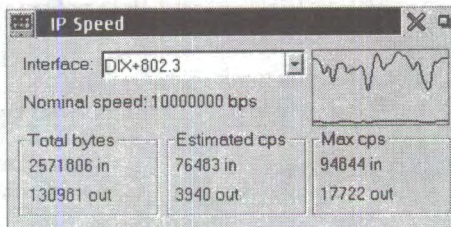On the network tab I clicked on Lan 1, then manual, and entered my IP address and mask.

The routing tab must contain a Default route. This tells your computer where to go for any IP address when it does not have a specific route. Without this, you can only communicate with your local network.

My ISP has two Internet connections. The name servers are on a different subnet than my ADSL line. To get to my name servers, my ISP uses a gateway server. I clicked on Add, replaced the word network with a D, and filled in the address of the gateway server (provided by my ISP). This fills in a default entry and a net entry.

At the Hostnames tab, you add the address of your name servers; this information also comes from your ISP. Now close the window and tell it to save when asked. Reboot.

Once these are filled in, you are ready to test the setup. The GTE installer left me with a crossover Ethernet cable, which allowed my new network card to connect directly to the Fujitsu ADSL modem, without the need for an Ethernet hub or switch. I plugged the cable into the ADSL modem and the Ethernet card. With this done, I was able to test my connection. The easiest way was to go to a command line session and type `ping hobbes.nmsu.edu`. (Ping is a program that basically ask a destination address if they are there. It is a good way to check a connection.) When this worked, my excitement began to mount. Then I started Netscape. When it came up with my default home page across the net, it was celebrating time.

The only test that failed for me was my news reader. It turned out that this wasn't my problem. My ISP didn't have my address configured as an internal address, and then they didn't have me listed as allowed to use the news server. It took five days to solve that problem because of weather and other factors—we got over 20 inches of snow here in Raleigh, and at least 15 inches at my apartment.

IP Speed

Interface: DIX+802.3
Nominal speed: 10000000 bps

Total bytes	Estimated cps	Max cps
2571806 in	76483 in	94844 in
130981 out	3940 out	17722 out

Speed, yes!

I'm paying for 768 kilobits per second down stream (to me) and 128 kbps upstream (to the Internet). This costs me an additional $32.50 per month. That's only about $7 more than a second telephone line would cost. My ISP bill actually went down. Evidently, modems cost more to maintain.

For single files, I average about 35KB/s. I have streamed MP3 files and they come in at 18KB/s. I configured my news reader to use four streams; when all of them get going at once, it peaks at about 94KB/s. As my IPSpeed snap shot shows, I figure that I can download well over 200MB per hour.

Wow—E!

Enhanced E and Enhanced EE

by Craig Greenwood

The E editor (e.exe) that's included with OS/2 is handy for viewing read.me files, but it is really plain Jane. It lets you type. It lets you set the font and color. It lets you toggle word wrap. But that's about it. What if you want to print the file? You have to find the text file object and drag the icon to the printer. This thing clearly has room for enhancement.

Enter PillarSoft, which created a "must have" upgrade to E, called the Enhanced Editor, or Enhanced E. Enhanced E adds some useful functionality, namely printing, print selected text, popup menus, time and date insertion, drag and drop, HTML code stripping and undo, plus a few others. Best of all, it's free.

Enhancing enhancements

Enhanced E is great. But what if you want to insert a signature file, or print a title and footer with the document, or want a tool bar? These are just a few of the additional capabilities you get if you upgrade to the Enhanced Enhanced Editor (EE Editor). In fact, the EE Editor has dozens of enhancements beyond what's included in the E Editor.

Here's a partial list of what you can accomplish: print a title and a footer, choose the printer font, configure auto save, file history, save selected text, view bubble help, use presentation mode, import text, spawn a new session, line and character numbering, a code template tool, text to IPF conversion, a "Run" command, mime conversion, line sorting, space stripping, case conversions, plug in support, ring edit, and spell check (with the separately available shareware application, SpellGuard). I'll highlight just a few of these features, to help you understand why EE Editor may be worth your time.

EE Editor's ability to spawn a new session lets you open another file by starting another instance of the program. This is really handy when you're creating several versions of a text file, especially since EE Editor lets you drag-and-drop text between each windows.
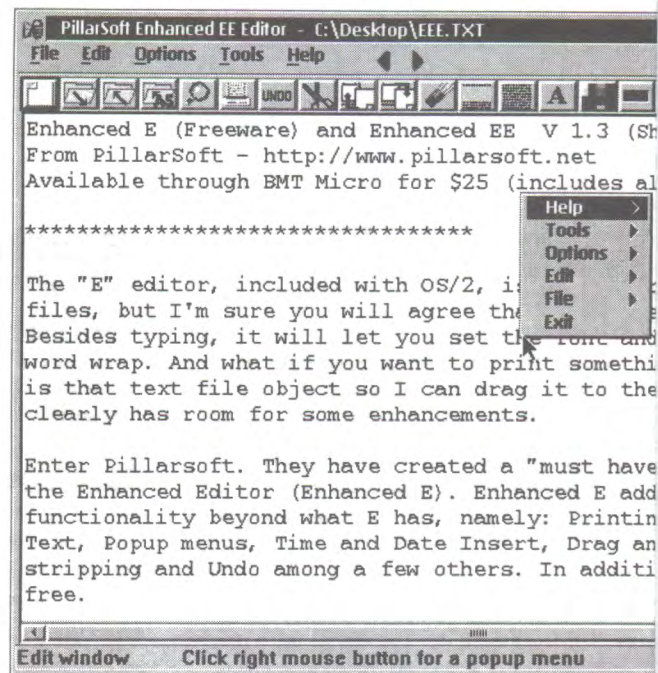
With Ring Edit, you can open a series of files in the EE window, and move forward and backward among them by using the arrows on the menu bar. This can save screen space, as you can view or edit several files without filling up your screen with overlapping and underlapping windows.

As you might guess, Auto Save saves the open file at a user selected interval (between 1 and 60 minutes). It's a bit of real cheap insurance.
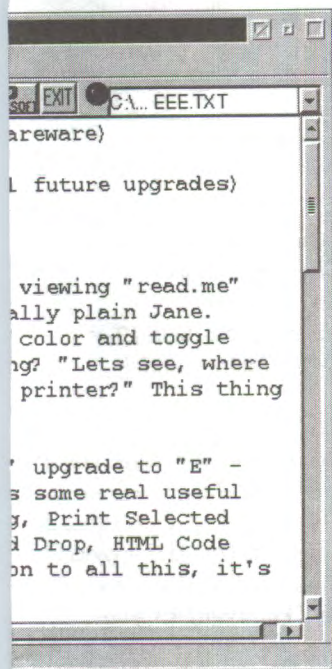
One of the real standout features of the EE Editor is the Code Template tool. This utility lets you pick code parts from a menu of code elements. For example, if you open the HTML template while you're hand coding an HTML file, you can double click on "Heading 1" to place the tags <H1></H1> at the cursor's location. This template list alone has 114 tags.

EE Editor also includes templates for IPF, REXX, RxMath, and VREXX. It would be nice if you could select existing text before inserting the tags, and have the tags placed around the selected text. Right now, at least, you can drag-and-drop your text into the proper position inside the markup tags.
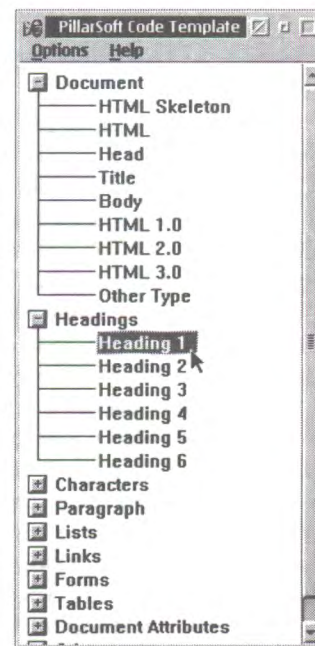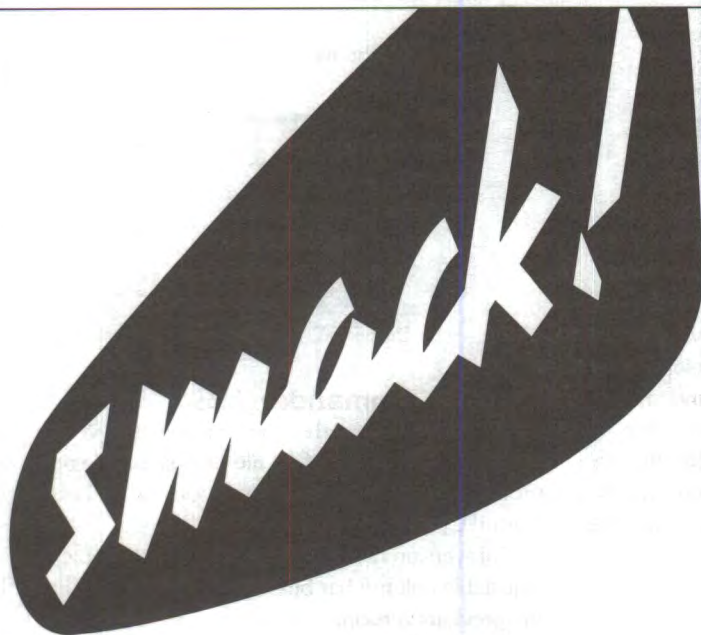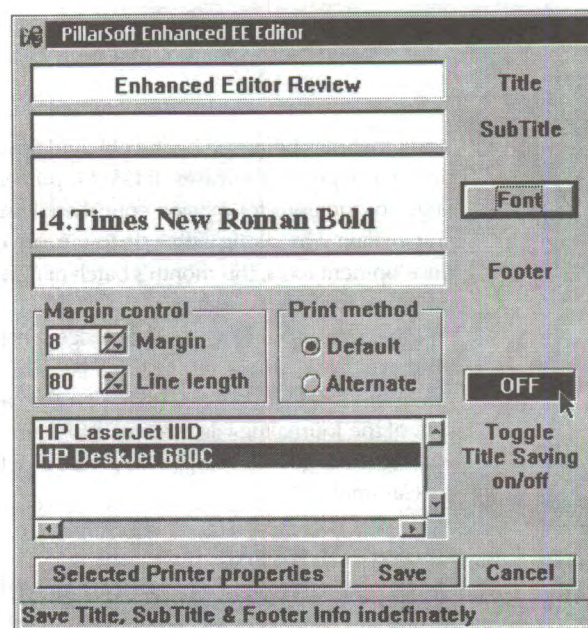
Simple but indispensable

The EE Editor has become a "must have" utility on my OS/2 system. It is quick and light, and it has many of the features of a full blown word processor but without the

areware)

l future upgrades)

viewing "read.me"
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ng? "Lets see, where
printer?" This thing

' upgrade to "E" –
some real useful
y, Print Selected
d Drop, HTML Code
on to all this, it's

Highly recommended.

overhead. EE Editor is a good value for the $25 registration fee. Plus, when you consider that all additional updates are free to registered users, this application becomes a great value.

If you are not sure that you would use enough of the features of the EE Editor to justify spending the $25 on it, then at least download the E Editor. It is free and will be a welcomed improvement over plain old E. ⏻

PillarSoft Enhanced EE Editor

| Enhanced Editor Review | Title |

SubTitle

Font

14.Times New Roman Bold

Footer

Margin control
8 ⊠ Margin
80 ⊠ Line length

Print method
◉ Default
○ Alternate

OFF

Toggle Title Saving on/off

HP LaserJet IIID
HP DeskJet 680C

| Selected Printer properties | Save | Cancel |

Save Title, SubTitle & Footer Info indefinately

New and improved

compiled by Esther Schindler

I'm sometimes bemused by the ebb and flow of new OS/2 third-party product releases. If OS/2 is primarily used by large corporations for mission critical applications, could you explain why, along with a steady stream of utilities and development tools, this month's batch of new and updated programs includes two games?

I'd like to also publicly acknowledge the continuing efforts of the volunteers at the OS/2 Netlabs. In particular, I'm impressed that they're working on an open source version of the Journaling File System, or JFS, for OS/2. When you see these guys at WarpTech, please give them an extra special smile.

Crown of Might

Crown of Might is an OS/2 strategy game said to be similar to the classic game, "Defender of the Crown." In the registered version you can raid castles, hold tournaments in Ashby, and rescue beautiful maidens. It's shareware, for $18. For further information see www.admoore.de.

Macromedia Flash for OS/2 Warp

InnoTek Systemberatung announced the first beta version of its new Macromedia Flash plug-in for OS/2 Warp.

Macromedia Flash is a popular tool for developing vector-based animations with include motion, sound, interactivity, and graphics; Flash animations are often used in consumer-oriented Web sites. The Flash for OS/2 plug-in was jointly developed by Macromedia and InnoTek, and works inside Netscape Communicator for OS/2. For more information and to download the beta, visit www.innotek.de/flash.

4D Tic-Tac-Toe MGL

This Tic-Tac-Toe game uses SciTech's MGL (Multiplatform Graphics Library).

It's not terribly impressive graphically, but it exercises MGL's ability to change to 640x480 eight-bit color screen mode and display graphics and directly access the hard-

ware color palette. The author is hoping for feedback before he releases the source code to the public.

Before this game will work, you must install SDDHELP.SYS from SciTech's Display Doctor, beta 19 or higher, no matter which video driver you're currently using.

4D Tic-Tac-Toe is available at http://emuos2.vintagegaming.com/downloads/mgl4dttt.zip.

JavaDive

JavaDive is a set of Java methods which allow Java applets to directly access hardware I/O and serial/parallel ports without drivers. JavaDive requires OS/2 Warp 4.x with Netscape Navigator and Java 1.1.x. You can download it from Hobbes at http://hobbes.nmsu.edu/pub/java/dev/javadive.zip.

C-Side

C-Side version 3 is a compact-disc label and cover designer. Version 3 supports curved text, and has pop-up menus and a dockable toolbar. It's shareware, and costs $35.

You can find the file at http://inet.uni2.dk/~kimfoder/C-SIDE.HTM.

Larsen Commander: 1.1.6

Leif-Erik Larsen (leifel@online.no) released version 1.1 of Larsen Commander, a GUI file manager and command processor that he claims has the look and feel of the classic Norton Commander.

This version has more bubble help, clickable and adjustable column bar buttons, and logging facilities than the previous version.

You can download it and find more information at http://home.sol.no/~leilarse/lcmd/index.html.

DSTswitch 1.80

The DSTswitch utility interprets OS/2's Time Zone environment variable and automatically adjusts the system time. DSTswitch does not require your computer to be con-

nected to the Internet.

Version 1.80 has a reduced memory footprint, modified user interface, and extended display possibilities. This version accepts multiple client connections.

For more information, visit www.mark-eckstein.de.

Thesus3

IBM's free utility, Theseus, monitors how much RAM applications use, and it's really good at helping you find memory leaks. It was updated to Thesus3 on 5 April; you can find it at ftp://ftp.software.ibm.com/ps/products/os2/fixes/v4warp/theseus3.

AT&T OS/2 dialer

If you use the AT&T Global Network for your Internet access, you'll be glad to know that version 1.70 of the AT&T Global Network Dialer for OS/2 is available. You can download it by clicking Services, Update, Re-Install Software in your Dialer, or by manually downloading the file from AT&T Business Internet Services at ftp://ftp.attglobal.net/pub/client/os2/install.exe or www.attbusiness.net/softctr/software.html.

This version adds a setup wizard for initial setup of required fields, has a redesigned 'Select a phone number to call' window, and changed the default protocol to PPP. AT&T claims to have improved performance in loading the country and phone lists. For Internet users who check "Update Netscape Options" on the Behavior page of the Settings notebook, the Dialer will now also update the email address and the home page fields, and it now supports Netscape for OS/2 Versions 4.04 and 4.61.

There's more, of course—but if your email ID ends in attglobal.net, I'll let you dig through the details yourself.

WSeB fix

IBM's new FixPak for OS/2 Warp Server for eBusinessnumbered WR08660, adds 128-bit SSL (secure sockets layer) encryption. You'll find the IBM OS/2 Global Security Runtime for SSL Protocol (128-Bit) at (hold your breath now, before you start typing): http://service5.boulder.ibm.com/pspfixpk.nsf/3f5d9c073e8a66718625662800691e9b/57158634e9658521852567a80042056e?OpenDocument—a URL surely not designed by a human being.

Unzip for OS/2

Infozip released an update to the well known UNZIP utility. The new version 5.41 supports encrypted zips and had some bug fixes. Find it at ftp://ftp.leo.org/pub/comp/os/os2/leo/archiver/unzip541.exe.

Drive Label Daemon

Daniel Caetano (dcaetano@sti.com.br) released Drive Label Daemon 1.0, a little daemon that runs in the background. From time to time it refreshes the title of your drive icons, so they reflect their volume labels. The final appearance is something like the name that Windows 9x gives to its drives icons: "C:[OS/2]" instead of "Drive C."

You can download the software, that is distributed in the WPI format (WarpIn Package), on the Fudeba OS/2 Software page, www.quasarbbs.com/daniel. Go to the "Software" section and select "Drive Label Page."

PM Calc

pmCalc 3.2 is a shareware OS/2 calculator. It has scientific and programmer functions, lets you calculate with variables, supports regression, and allows data to be transferred to and from the OS/2 WPS clipboard, If it's possible to get excited about a calculator, of all things, this is the one that's worth the enthusiasm. Shareware, $25, available in English and German.

You can find pmcalc.zip in the usual places, but we found it first in the OS/2 Shareware library of the IBM Forum on

CompuServe, which is newly available to anybody via the Web.
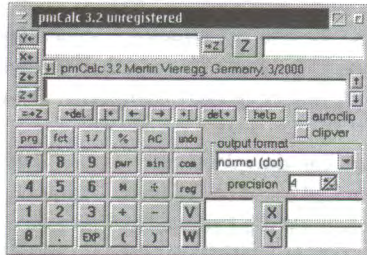
OpenJFS for OS/2

The first source code release of the free Journaling File System (JFS) for OS/2 has been made available at the OS/2 Netlabs public server. It's based on the source code of JFS for Linux (which is, actually, taken from the OS/2 source code, with some Linux adjustments and some stuff removed)

The repository information is:

```
SET PSERVER=:pserver:guest@www.netlabs
.org:d:/netlabs.src/openjfs
user: guest
password: readonly
```

A source code snapshot can be found at

```
ftp://ftp.netlabs.org/pub/snapshots
/openjfs/openjfs_20000421.zip
```

According to Achim Hasenmueller (achimha@innotek.de), at this point, there is no binary distribution available, because there are still some problems to resolve. It works quite well without the lazy writer but may lock up without it. Shutting down the file system also causes some problems. Plus, most of the utilities (like chkdsk) are not compiling yet. Before long, however, this code should be usable on OS/2 Warp Server for eBusiness and also OS/2 Warp 4 with at least Fixpak 13 installed.

Netlabs' goal is to fix the remaining bugs, build some stress test tools (a file system should be tested quite well before daily use) and add new features. IBM is also working on some of these. Some are unique: lazy commit, disk quota, bootable file system, support for removable drives, performance optimizations, and so on. NetLabs is looking for talented developers that want to help work on this great file system!

NetLabs makes a point of thanking Knut Osmundsen for getting the initial version working and especially Dave Kleikamp (lead JFS developer at IBM Austin) for being so helpful. (Hey! We can thank them too.) According to Dave, the Linux JFS will specif-

ically support volume sharing between OS/2 and Linux!

Truly Random Bits

Found at Hobbes ... **Dragen FTP** 1.0 is a drag and drop FTP client for OS/2 ... **VRAID 2.2** is a software-based RAID package which implements RAID 1, RAID 0, and chaining. It defines array drives from SCSI, IDE, and MFM disks using drag and drop. Supports any file system available for OS/2. Shares disks with OS/2 partitions ... **pmCS-TeX** for EPM v16.4.2000 is a (La){em}TeX IDE/FrontEnd for EPM ... **Chord 3.6** is an OS/2 utility that takes an ASCII file with lyrics of a song and chord symbols embedded in it, and returns a PostScript file with lyrics and chords formatted in different fonts, centered title and subtitle, and so on. 🐭

Joining the discussion

The Phoenix OS/2 Society runs a private unmoderated email discussion list. In the 20 to 40 messages posted daily, OS/2 users discuss the best brands to buy, help one another debug a technical problem, and occasionally discuss the computing community of which OS/2 is a part.

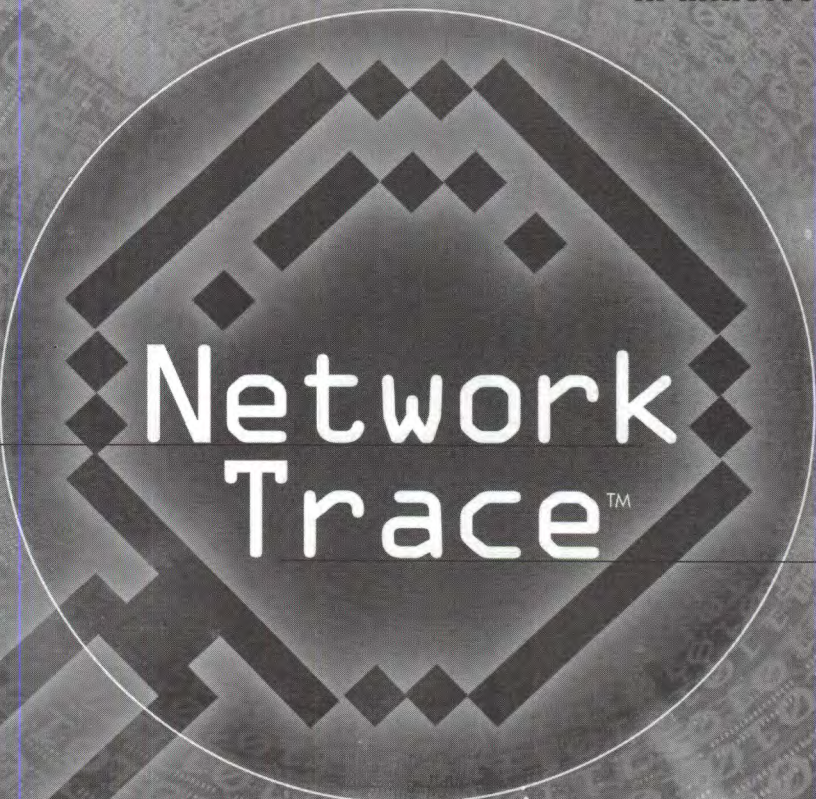To join the list, fill out the form at www.possi.org /lists.html.

While there's no requirement that participants be a member of the Society, it's generally expected that the people who use the service will support it financially. 🐭

Join the Phoenix OS/2 Society

We're the largest international organization supporting OS/2 users, OS/2 software developers, and OS/2 friends. (Not even IBM can say that — they don't support OS/2 users!) When you become a member of the Society, you get:

- A subscription to our award-winning magazine, *extended attributes*
- Access to discounts and special offers to members
- Free access to our email listserv
- A chance to take part in various Society events
- The knowledge that you're not alone in a sea of Windows users

You can join by filling in and mailing the card in the center of the magazine. Or you can join online by going to http://www.possi.org/mem.html and following the links to BMT.

Don't miss out — join today!

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Society